

SLCC JOURNAL

SAN LEANDRO COMPUTER CLUB

OCTOBER, 1988



A Tricky Treat - from the Dynamic Duo!!

Would you buy a used disk from these two?

Captain Blood - Turbo 8/16 - VanTerm
Neil Harris - EasyTools - XF551



**WINNERS CIRCLE
SYSTEMS**

2618 Telegraph Ave.
Berkeley, CA 94704
(415) 845-4814

Atari ST Headquarters

Atari Systems From \$699.00

HOT TITLES !!

New Software Available

Such Titles as:

Captain Blood

Indiana Jones

Speed Buggy

Roadrunner

Bubble Ghost

Wiz Ball

Gauntlet II

Leviathan

Lock-On

Carrier Command

Questron II

Stellar Crusade

U. M. S.

Shadow

NeoDesk

Publisher ST

Laser ST

Dungeon Master

D. M. Hint Book

Alien Fires

Leatherneck

Plus Many More

Including a LARGE selection of EUROPEAN titles

We do Laser Printing

We Have It All !!

25% OFF Atari Software with Membership Card
Authorized Atari Business Center

**SAN LEANDRO
COMPUTER CLUB**
P.O. BOX 1506
SAN LEANDRO, CA 94577-0374

An independent, non-profit organization of ATARI microcomputer users.
Membership provides access to the club print and magnetic libraries,
subscription to the Journal and participation in club activities.
Fee: \$20 - US and Canada : \$40 - Foreign

Club Officers:

President	Bob Barton	352-8118
Vice-President	Terry Abbott	562-4526
Treasurer	Jim Hood	534-2197
Secretary	Jim Moran	523-9265

Program Chairmen:

General meeting	Bob Rasmussen	829-4834
ST SIG meeting	Bob Rasmussen	829-4834

Software Chairmen:

8-bit	Mark Perez	792-0398
	Cliff Schenkhuizen	537-5245
16-bit	Ted Lawson	481-2747

Disk Librarians:

8-bit	Richard Stiehl	430-8056
16-bit	Ted Lawson	481-2747

Print Librarian:

Einar Andrade	484-4484
---------------	----------

Technical Advisers:

C language	David Beckemeyer	632-1367
Mach. language	Frank Daniel	471-8133
Basic language	Guy Cochrane	582-5561

Special Interest Groups

Beginners 8-bit	Richard Stiehl	430-8056
Beginners ST	Jim Moran	523-9265
Business SIG	Chuck Amaral	632-1367
Comm. SIG	Mike Sawley	482-5061
Education SIG	Lois Hansen	389-1800
Music SIG	Terry Abbott	562-4526
Pascal SIG	Mike Morrow	
	Gary Newport	785-2047
ST SIG	Bob Barton	352-8118
ST Software SIG	Bob Barton	352-8118

SLCC JOURNAL

Permission to reprint uncopyrighted articles in any non - commercial application is permitted without written authorization, provided proper credit is given to the SLCC and the author. Opinions expressed are those of the authors and not necessarily those of the SLCC.

Editor	Bob Woolley	865-1672
Asst. Editors	Frank Kliewer	536-7431
	Jennie Kliewer	
Cover Art	Dynamic Duo	

TABLE OF CONTENTS

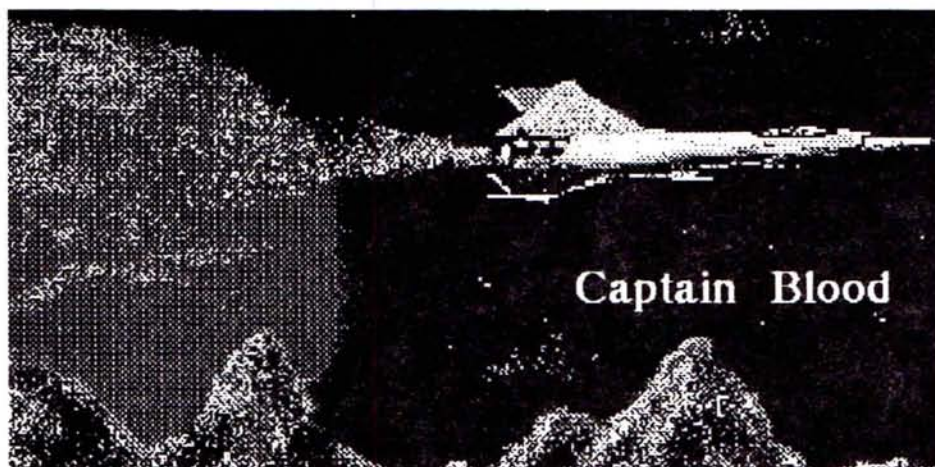
Captain Blood Review	4
Turbo 8-16	6
Jim's Junk	7
Vanterm Review	8
EasyTools Review	9
Still XF551	10
Neil Harris	12
News Bits	13
Minutes	14

OFFICIAL SLCC BBS

8/16 -- KEY SYSTEM 415+352-5528
16 -- STU'S PLACE 415+782-44023

ADVERTISING RATES:

FULL PAGE FOR 3 ISSUES \$100
FULL PAGE \$50. QUARTER PAGE \$18
HALF PAGE \$30. BUSINESS CARD \$5



Review of **Captain Blood** from 3RE International for the 520 or 1040 ST, Color only. Cost approximately \$49 (but there is a 25% discount at Winner's Circle, which supplied this game for review).

Review by Frank and Jennie Kliever

"Howdy, great warrior", says the huge alien, rippling with muscles. His alien tongue makes low grunting sounds that are translated by my UPCOM (Universal Protocol COMMunication) module. The symbols look like this:



I nervously scroll back and forth over the communication icons to select just the right response to the big burly brute. This particular alien, called a Croolis-Var, is part of an extremely macho culture that responds positively to insults and threats. "Me great warrior, me Captain Blood", I manage to type on the communicator (using icons). Croolis-Var launches into a long conversation from which I eagerly hope to glean information about my five clones that are hidden somewhere in this galaxy of 32,768 planets (not all inhabited). Unless I can get some information about planet coordinates, I could end up wandering aimlessly among the stars for years. Fortunately, he does give me some coordinates: 155/96. After the Alien signs off, I am automatically back at the ship's control panel and I "click" on the galactic map to set the coordinates. Next, I "click" on Hyperspace Warp and sit back to watch the colors and light flashes of the universe, traveling at maximum warp drive (move over Star Trek)!

The visual effects and sound are very well done. The opening digitized music score by Jean-Michel Jarre is probably the best tune I've heard yet on a computer disk (it sounds a lot like the theme from the Cat People). The amount of work that has gone into this

"Its easy to get
very lost and see
nobody for
millions of
years"
...instruction booklet.

game is tremendous, with a difficulty level to match. One touch of reality that makes the game very tough is that the pointer icon you use to "click" with, which looks like a hand right out of ET, starts to shake after about an hour into the game making it hard to just select the right button to push. This is to simulate Captain Blood getting weaker. Which will continue to happen until his evil clones can be found and incinerated. Do be careful which button you push as I fried a friendly chap I was transporting the other day when I thought I was beaming him down to a planet surface. Destroying a whole planet is a real special effects treat not to be missed, even if you don't have a real good reason to blow one up.

That reminds me of an interesting point the game programmers mention, and that is that they call this a bio-game. Planets appear and disappear overnight and the characters change. Kind of like the game has a mind of its own.

Oh well, where was I? Oh yes, Hyperspace...Upon reaching the planet, my ship orbits and I can choose to take aerial photographs to check it out for little red triangles which mean a DEFENSE SYSTEM to watch out for. Of course, even if it is defended, I still have to go to the planet to get my clone or more information, so gee whiz! Time to launch the OORXX contact ship and start piloting through the Mountainous terrain. At this point, if I have been struggling through other planets for an hour, I call in my trusted co-pilot, Frank, to safely maneuver into the canyon without being blown up.

"Hey Frank, can you fly a defended planet for me, I'm nearly exhausted?"

"Sure Jennie," yells Frank from the living room, "as soon as Jose Canseco completes his at bat."

The outstanding performance of the Oakland A's has been keeping Frank off the computer battlefield lately. He says he is retiring his spectating addiction after this season, a bit hard to believe, but I haven't noticed him glued to any of the NFL games, so maybe he will be switching back from the Zenith to the Atari tube. After about five minutes he comes trotting into the computer room with a big grin on his face.

"Wow, you should have seen that historical 40th stolen base, Jose is in a league by himself. So I understand you need an experienced pilot to fly a mission for you. A defended planet I see. Oh well, let me have the controls."

Now mind you I could fly in, to find the aliens, but I'd be flying at about a quarter the speed of Frank. He gets his kicks seeing how fast he can fly in over the mountain tops while avoiding the incoming missile radar and looking for the inevitable canyon to be navigated. Sometimes he pushes his luck a bit too much and winds up crashing the biological lander into some obstacle. I think he enjoys hearing the lander swear when it bumps into something. But he is definitely pumped up today and is moving skillfully at breathtaking speed. The wire frame fractal landscape graphics are very well done, giving one a real feeling of flight. It would be nice if some of the approaches were a little shorter, as it can be quite draining to fly several defended planets in one sitting and almost all the planets with worthwhile information are defended.

I notice that Frank has found the canyon and is speeding awfully close to its walls. A bad habit I think he picked up from Jim Hood. All of a sudden he throws up his hands. I know from this gesture that life has been found and the automatic landing sequence has taken over.

"It's all your's babe," and he stands up and heads back to the A's game.

"Thanks," I offer to his retreating form.

Well it's back to work, another alien to communicate with, as I swivel back to the computer.

"Oh brother" I groaned to myself as I focus on the monitor.

There is this naked woman swinging her hips back and forth seductively. Frank must not have seen her before he left. This must be why Vince at Winner's Circle said that this was the European version, and more adult oriented than the U.S. rendition. It turns out to be a dream planet. Well it must be someone else's dream, obviously a male-oriented one at that. There should be a prompt at the beginning of the game, as in some Infocom adventures, asking the sex of the player. Oh well, I'll be damned if I'm going to call Frank back in here to interrogate this beast. Fortunately the questioning did not take long, and she vanished on her own accord after offering some helpful data and some new coordinates for the next planet to search.

The characters that you encounter are all very distinct and for the most part entertaining, probably a dozen different ones at least. Although you can find yourself dealing with one species only for an extended period of time, especially if there is an intraspecies conflict going on where they are trying to use you to destroy their enemies in exchange for information.

It is also sometimes necessary to practice a bit of intimidation to get the information that is critical to move ahead in the hunt. For instance I witnessed Frank

luring a fearful "Buggol" into the transporter by offering him a trip to his home planet. Seems the Buggol was looking for a mate. The aliens must be willing to be transported into the ship, not an easy task, as most are quite suspicious. Anyway, then Frank dropped the Buggol off on a deserted planet, quite to the displeasure of the creature, complete with curses and threats spewing from the ugly worm's mouth. Then Frank told him he'd take him where he wanted to go but only if he spit up the information that he had asked for in the first place on the original planet. After further pressure the Buggol gave in with the needed coordinates.



There is a lot of interaction with the characters and their own personal situations and problems. When you carry out a favor for one of them and later return, quite often they already know what you've done.

Unless you save a game, the next time you boot up everything has changed. The coordinates for the planets no longer apply and you can be greeted with a new opening species. The first planet you start with is always inhabited, a good thing too, because your chances of finding someone to talk to, much less one of your clones by choosing coordinates at random is about like trying to win money in the Lotto. It is also good that you can restart a new game as easily as rebooting, because some games just are not worth saving, even after a few hours of play. If you've blown up the wrong planets, upset the wrong people and "Blood" has a bad case of the shakes, forget it. It's time to start over again. After several sessions, some lasting into the wee hours of the morning, neither Frank or I have gotten very far in the game. It is a challenge of first magnitude.

So if you are looking for something to really sink your teeth into, love questioning unwilling and clever aliens and like to do a lot of high speed flying then this is the game for you. If on the other hand you are looking for thrills and excitement that comes easily, you will probably find frustration instead and Captain Blood with only gather dust, except for when you boot it up to amaze your friends with the incredible music and graphics.

Frank is kind of bashful, but I'll try and lure him into demonstrating this program at the next main meeting. Using, of course, some of my new negotiating skills picked up from Captain Blood.

This is an announcement that I found on Compuserve. It looks like someone has plugged a 65816 in their Atari and is getting ready to spread it around. Could be fun! Stay tuned!

***** PRESS RELEASE *****

There have been many mentions in the almost decade since the original Atari 400/800 Personal Computers hit the dealers shelves about there being a future upgrade to meet the user's needs, and new and more challenging applications. Finally that upgrade is available..... The Turbo-816 by DataQue, for the Atari 400/800/XL/XE.

DataQue Software is pleased to announce a powerful new upgrade which was co-designed by Ron Shue, and Chuck Steinman. This upgrade will be available in two forms. There will be a replacement CPU board for the original 400/800 Computer system, and a plug in module for the XL/XE series. In either case, there usually is no need for any modifications to the existing hardware. The only exception to this is with XL/XE systems which have their CPU soldered in place, which will require the removal of the existing CPU, and the addition of a standard 40 pin I.C. socket is suggested. Also included is the Turbo-OS, by DataQue for use with the Turbo-816 CPU boards.

The Turbo-816 will not only increase the potential speed of the computer, but also break the 64k memory barrier of the existing systems. Not with the awkward paged memory, but with a fully linear decoded address space of up to 16 megabytes. Benchmarks have put the Turbo-816 into a performance range ABOVE many of the "other" PCs!!! Special memory boards will be available to take advantage of the new extended addressing range. These will be mounted internal to the computer cabinet, and in most cases require no hardware modifications.

And here is the amazing feature While adding all this power and all this expanded addressing, the Turbo-816 for the Atari 8-bit computer systems will maintain compatibility with most currently available commercial and user written software. Using the Turbo-816 even those older programs will enjoy a speed increase!

The Turbo-OS is a replacement operating system for use with the Turbo-816 which will release the 16-bit processor to its full power. Increased speed will be the most obvious change, but hidden in its code, will be an advanced new floating point library that will speed even the original Atari BASIC to new levels of performance. Again, on most systems it will be just a matter of replacing the existing ROM(s) with the Turbo-OS.

The future holds many more products for the Turbo-816 systems including:

- 1) a real-time multi-tasking operating system kernal
- 2) a new assembler-editor-debugger package which supports the new assembly level instructions and addressing modes
- 3) a new BASIC which will speed past the fastest of the current BASICs for the 8-bit machines
- 4) a new K&R compatible C development package
- 5) a new Turbo-GOS operating system (graphical based)
- 6) a developers development kit for new applications

The NEW Atari Turbo-816 should be available by November of 1988. For more information contact your local Atari Dealer or, write:

DataQue Software
Dept. T-816
P.O. Box 134
Ontario, OH 44862

Jim's Junk

Sandi Austin! Where Are You When We Need You?

If you haven't heard, the overworked and underappreciated Sandi Austin is no longer with Atari. And the Northern California Atari Exposition, scheduled for October 15 and 16, has been scrubbed. I guess we just couldn't do it without her. Or the guys putting it together read my August article and realized they couldn't top our previous shows and just gave up. (Yeah, I know I misspelled calendar in that article.)

Et Tu, Neil Harris?

I understand Neil Harris has also left Atari! Neil's connections with Atari extend back to his pre-Commodore 64 days when he used to do occasional articles for *Compute* on programming the 8-bit Atari.

But then again, *Compute* has given up on their ST magazine...

Maybe this is the Armageddon I've been reading about in the paper.

I Heard It On The Radio.

Atari computers mentioned in an ad, that is. On KOFY-FM (the late night computer users' favorite radio station) even. Advertising their cosponsoring of Tangerine Dream's appearance at the Berkeley Community Theater on September 24th. You already missed it.

Another Successful Letter Writing Campaign.

Antic got you to write letters which got Newsroom released for the Atari 8-bits; and I just kind of mentioned at the last general meeting that if we all wrote letters to Bob Barton's boss we might be able to get him laid off, so that he could spend more time on club stuff. Well, I'm happy to report that Bob is no longer with Ferma. Unfortunately though, he is working for another construction firm. I'll let you know as soon as I get their name and address.

Skychase! Two Player Air Combat On The Atari ST.

I've been doing a pitifully small amount of artwork for a new company called Maxis, headquartered in Lafayette. They have just released their first game for the ST and Amiga. Luckily for them they decided to have someone else do the art on that game and therefore it got finished. They said they would be happy to come by the ST SIG on October 10 and demo the game and donate one for the raffle. It's been getting good reviews in the European press (they get everything before US). Be there and buy a ticket. Your chances of choosing the winning ticket are probably better than in the LOTTO and definitely better than in the November election

Am I Rich Yet?

ATARI CORPORATION.

	Quarter Ended	
	July 2, '88	July 4, '87
Net Sales:		
Computers & Games	\$101,501	\$ 70,685
Retail Operations	63,136	---
Total	164,637	70,685
Operating Income	11,388	13,806
Net Income	5,571	13,537
Fully Diluted Income Per Common and Equivalent Share	\$.10	\$.23

Seybold Personal Publishing Show.

Softlogik, publishers of *Publishing Partner*, were generous enough to send me a pass to the Seybold show at the Santa Clara Convention Center, so expect me to say nice things about them.

I went on the closing day, Saturday, September 17th, and mostly hung around the Atari booth. Us old dogs ain't interested in new tricks.

Atari had their Megas connected to 1280 x 960 Viking high resolution monitors, from Monitorm, which could show two full facing pages at essentially full size. Don't check these out unless you have some money (\$1-2K?) because they look really good and there is no use lusting after more stuff you can't have. Right? Supposedly they will be available as soon as a few final interfacing quirks are ironed out by Atari. Two weeks.

In my previously mentioned August article I said *Calamus* may finally be showing up here and there. It showed up here, but still not ready to ship. Looks great on the screen and in sample Atari Laser printouts though. Two weeks.

Timeworks was showing the GDOS compatible *Desktop Publisher ST*. It is being used by some of the Atari User Group newsletters that the SLCC exchanges with. Some nice features and it's available now!

Brian Sarrazin and Deron Kazmaier were showing off *Publishing Partner Professional*. Deron is still fleshing out the program and Brian is working on the manual. I spent some time working on a drawing that Brian had started. The drawing features are still not as "user friendly" for me as those in *Easy-Draw* (I want a right button deselect!) but if I can import *Easy-Drawings* into *PPP* I don't really care all that much. I didn't crash it once.

Deron and I got into trying to figure out a suitable bet on whether he would ever get the program finished. Deron, how about matching softball mitts for you and Mrs. Kazmaier if its done and shipped by Comdex '88 and a *PP* driver for the camera recorder of my choice if it isn't. (Of course if it is finished, I'll want a camera recorder driver for *PPP*.)

When he gets it finished, it should be great. Two weeks.

Kevin and Liz Mitchell were displaying *Migraph's DrawArt* and *ScanArt* packages as well as a new hi res, b&w paint program that will be available in about a month. It can be used with *Supercharger* to edit bit mapped images being imported into *Easy-Draw*. Lots of nice features.

You know how you have to set *Easy-Draw* to normal size to edit text and end up not being able to see a full page width? Wait til you try it with the Monitorm monitor. Start saving your money.

By the way, *Personal Publishing* started a three part article about desktop publishing on the Atari ST and Commodore Amiga in their September issue. Good stuff. Check it out. Available now at 3E, B. Dalton, etc.

Sell It.

Now that you've filled 5 or 10 disks with artwork, you've probably started wondering what to do with it. *Publishing Ink*, 521 State Street, Glendale, CA 91203, (818) 500-7857 might want to buy some for use in calendars, mouse pads and other items. Check it out. If they'll take my stuff...

VanTerm™ 3.71



© 1987,88 by Wm. A. Van Nest, Sr.

Article by Charlie Postle, Editor of DUST.BIN Newsletter for the Dedicated Users of Atari STs in Nevada. (August 1988 Newsletter)

As many of you know, I've been a fan and user of the "FLASH" terminal program for a long time. Last week at the D.U.S.T. meeting we were presented with a viable substitute to the long-standing leader of the terminal programs. Vanterm is both beautiful to look at and complete as a program. I'll try to do it justice.

The program was written by William A. Van Nest, Senior. He's the president of VanGuard Datasystems of Lanham, MD. Mr. Van Nest has worked for several years on this project and now has declared that the program is finally finished. He's made several improvements over previous versions and with the help of lots of folks that have written to him with suggestions, he has a winner on his hands.

The program is shareware, and as such can be freely distributed. Mr. Van Nest asks that if you like his program, you can make all the work worthwhile by sending him a generous contribution.

Now, to the goodies. The first thing you'll notice is the really nice graphics. This program is pretty! The graphics are exceptional as you will see. The drop-down and dialog box menus are done very nicely. Each menu is well thought out and requires little explanation.

However, if you need help, there's loads of it. The "help" key works in a rather novel way. First you can get help by simply pressing the "help" key. The help you get will be related to whatever attribute you're using at the time.

Second, if you want to look something up before you try it, simply click on the attribute in question, then the help key. The help statements are clear and if more help is needed, click on a sub-menu and ask for help again. It is really done very well.

The program is compatible with almost every conceivable protocol you're likely to find. Almost every modem can be used with Vanterm. I have a Hayes compatible myself, but the program has simple adjustments that will allow you to use them all.

Vanterm is available on this month's
ST Disk of the Month

Vanterm contains all the standard features that are found on other term programs, including: all transfer protocols, RS232 set-up, and the use of "DO" files. Vanterm doesn't call them "DO" files, but rather "SCRIPT" files. If you've used the "DO" files in "Flash" then you can use the "Script" files in Vanterm.

"Actually, Vanterm is more complete in many ways than Flash."

Actually, Vanterm is more complete in many ways than Flash. The script file commands will allow you to customize your terminal much more completely than other programs that I've seen. For example, you can set up a "Script" file for each BBS that you want to access. Then, by using the "install application" utility on the desktop, you can get Vanterm to load the program, dial the BBS, and execute the "script" file to do all the log-on and such that's unique to that BBS.

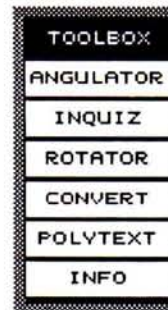
Vanterm will allow you to customize your file storage, also. There is quite an extensive use of file path settings. People with hard drives can really appreciate this feature.

Both mouse and keyboard commands are supported with Vanterm. I'm not sure if Vanterm uses the actual "GEM" command and menu lines, or whether it has its own form of these items. Whichever it uses, you will have no problem working your way through the program.

Now for the bad news. Vanterm does not have an editable capture buffer. The buffer is programable as to size and its save functions. There is however, a type ahead buffer that is quite easy to use and is size programable. The other thing that I found lacking is the Z modem transfer protocol. Although I've not discovered how to use it yet, I do believe there is a hook so that other protocols can be added as they become available.

END

ST Review: Easy Tools



Serious software review by Frank Klierer

Since my current occupation deals with the construction business, I've always wanted to be able to do building plans on our ST. I've dinked around with some programs, but never found anything really thrilling. EASY DRAW seemed to come the closest to what I was looking for but still seemed to fall short of the mark. With the release of EASY TOOLS, a GEM drawing accessory for EASY DRAW, it is now easier to create more professional-looking drawings, technical illustrations, layouts and the plans I've been wanting to do all along. I'll give you a quick rundown on what the various new tools allow you to do.

The Angulator is a ruler that you move around the screen to take measurements of lengths and determine angles. This is a very helpful item that you can turn, expand, contract and save a setting before moving it off the screen to continue your work.

The Inquisitor is a dialog box that allows you to enter exact numerical data from the keyboard, rather than having to guess when you are stretching, shrinking or repositioning an item with the mouse. I found this tool very useful when working from a survey that already supplied me with angles and precise distances. The information you get depends on the type of item you have created (rectangles, circles, lines, etc.).

The next "I don't know how I lived without it" tool is the Rotator. Now this is something great. It allows you to rotate any EASY-DRAW object *except* text and bit-images. Before you could only rotate in 90 degree increments, now you can spin them by any degree you wish. I must hasten to add that there is a font included that you can rotate and a program that allows you to create your own rotatable fonts, although you are warned that this takes some skill in C programming and a C compiler.

The Convert tool lets you convert all selected objects to polylines. These are lines that you can manipulate more freely by adjusting individual points on the line. You are given the choice between coarse and fine, which determines the number of points on the line.

And last, is the Polytext tool. This item will let you create a line of text, up to 45 character in length, with normal, backslant, or italic style, and in four sizes from 1/16" to 1/4." Once the text is created you can manipulate it like any other object, including of course

the long awaited rotation. If you are an EASY-DRAW user, you need this program, and if you've been holding off picking up EASY-DRAW, the time may now be right.

The manual is 40 pages and pre-punched to fit into the EASY-DRAW binder. Check your local dealer for the price, but you should be able to pick it up for around forty dollars.

A Halloween Poem for the SLCC Members:

Just wait 'til I tell you this story
'Bout you, Computer User, in all of your glory
You like your own home
Far from it won't roam
Atariland is your territory

Computers they make your eyes glow
You love them a lot, this I know
Software you see
As so savory

You'll skip meals just to give them a go.

Real Halloween is too tame
Ghosts and the goblins should be insane
So zonk them and zap them
bounce them and bat them
You might even win your new game...

From Personal Poet with some editing by JK

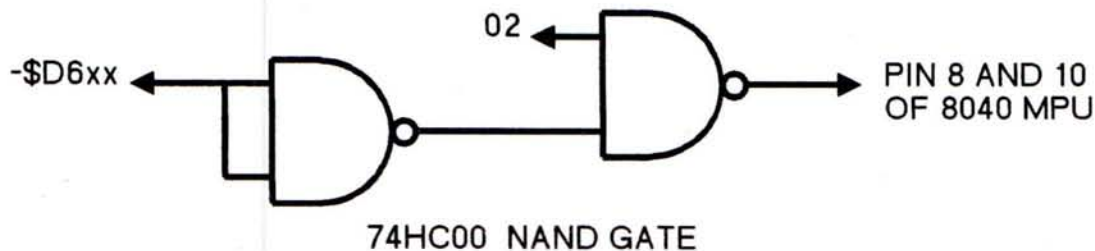
About that XF551 last month

I was a little rushed last month when I did the XF551 piece. You know, the one that allows you to directly access the 1772 controller via the PORT A latches in your 8-bit? The assembler listing had to fit in one column so I printed it with 6 point type and sort of cut and pasted it in. Most of it got in, anyway. Somewhere around this issue you should find it reprinted in larger type with nothing left out.

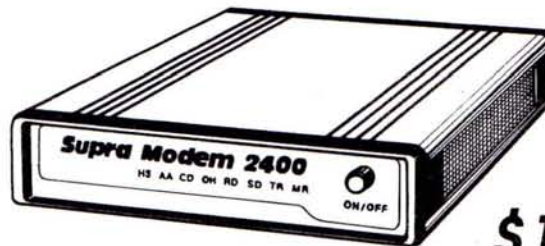
As it stands now, the project will allow you to run the

drive, but is not really very useful for day-to-day operation. I have been using it to work the snags out of disk routines that will read, write, format, and sense status. Once these work properly, a complete circuit will be designed to attach the drive to the PBI (internally on a 1200XL) and we can get down to business. Due to a two week intermission in New Jersey, I didn't get much done on the new schematic this month. So much for the best laid plans of trackballs and men (or, was that mice and men?)

CHIP SELECT LOGIC FOR SEPTEMBER



SupraModem™ 2400



\$179⁹⁵

- Fully compatible with industry-standard, intelligent "AT" commands
- Asynchronous operation at 300, 1200, and 2400 bps
- Compatible with Bell 103/212A, CCITT V.22, and V.22bis protocols
- Automatic answer/automatic dial (tone or pulse)
- Programmable, nonvolatile memory stores one telephone number and default user configuration profile
- Two modular jacks for telephone line and phone
- Programmable-volume speaker
- Attractive, small case
- One-year warranty

The SupraModem 2400 has all the features that the "other" brand modem has — but at an affordable price. And we made it inexpensive without cutting corners on features or quality.

Features such as complete support of the industry-standard "AT" command set, autodial/autoanswer, and a full set of indicator lights are standard on the SupraModem 2400. And, as if that weren't enough, we also include

features like the programmable-volume speaker, compatibility with all commonly used protocols, and non-volatile memory that remembers your preferred configuration even after the modem is turned off.

Every SupraModem 2400 comes complete with a power adapter, telephone cable, comprehensive operator's manual, and quick-reference card.

SupraModem 2400ST for Atari ST

Computers -- \$219.95

Combines the standard SupraModem package, Omega Terminal communications software, and an RS-232 cable.

SupraModem 2400AT for Atari XL/XE

Computers -- \$219.95

Combines the standard SupraModem package, Express communications software, and the SupraVerter interface and cable.

Available at your local dealer, or call us:

Supra Corporation

1133 Commercial Way

Albany, OR 97321

503-967-9075


```

0100 ;TESTXF.M65      8/27/88
0110 ;BOB WOOLLEY   SLCC
0120 ;(75126,3446)
0130      *= $4000
0140 ;
0150 INIT LDX $D302 ;SET PORTA BITS
0160     LDA #$30
0170     STA $D302
0180     LDA #$0F ;BITS 3-0 OUTPUTS
0190     STA $D300
0200     STX $D302
0210     LDA #$04 ;SD,RESET,SIDE 0
0220     STA $D300
0230     ORA #$02 ;RESET OFF
0240     STA $D300
0250     LDX $14 ;YOU HAVE TO WAIT
0260 LP1 CPX $14 ;FOR AWHILE AFTER
0270     BEQ LP1 ;YOU RESET THE FDC
0280     BRK ;DEBUG RETURN
0290 ;
0300 ;READ A RECORD INTO ($32)
0310 READBLOCK LDX #$00
0320 TESTINTRQ LDA $D300 ;INTRQ ON?
0330     AND #$40
0340     BEQ TESTDRQ ;IF NOT, CHK DRQ
0350     LDA $D600 ;SAVING STATUS
0360     STA ($30,X) ;(NOT REQUIRED)
0370     INC $30
0380     RTS
0390 TESTDRQ LDA $D300 ;DATA WAITING?
0400     BPL TESTINTRQ
0410     LDA $D603 ;GET DATA
0420     STA ($32,X) ;STORE IT
0430     INC $32
0440     BNE NOCARRY
0450     INC $33
0460 NOCARRY BNE TESTINTRQ ;NO LENGTH TEST!
0470     RTS ;ERROR RETURN
0480 ;
0490     SEI ;KILL INTERRUPTS
0500     LDA #$00 ;SCREEN OFF
0510     STA $D400 ;
0520     STA $022F
0530     LDA #$48 ;MAKE VBI VECTOR
0540     STA $0223 ;JUMP TO $48E2
0550     LDA #$00 ;SET UP DATA VECTORS
0560     STA $32
0570     STA $30
0580     LDA #$50
0590     STA $33
0600     LDA #$58
0610     STA $31
0620     LDA #$03 ;RESTORE CMD
0630     STA $D600 ;INTO CMD REQ OF FDC

0640     JSR READBLOCK
0650     LDA #$A1 ;POINT (#35) TO
0660     STA $35 ;SECTOR LIST
0670     LDA #$44
0680     STA $36
0690     LDA #$28 ;SET INITIAL
0700     STA $34 ;TRACK NUMBER
0710 RDTRACK LDA $34
0720     STA $D603 ;PUT TRACK IN DATA REG
0730     LDA #$17 ;DO SEEK W/VERIFY
0740     STA $D600
0750     JSR READBLOCK
0760     LDY #$12 ;18 SECTORS/TRACK
0770 RDSECTOR LDA ($35),Y ;PUT SECTOR
0780     STA $D602 ;DIRECTLY INTO REG
0790     LDA #$80 ;READ SECTOR CMD
0800     STA $D600
0810     JSR READBLOCK
0820     LDA #$50 ;RESTORE DATA VECTOR
0830     STA $33
0840     DEY ;MORE SECTORS?
0850     BNE RDSECTOR
0860     CLC ;JUMP A FEW SECTORS
0870     LDA $35 ;TO ALLOW FOR SEEK
0880     ADC #$FD ;TIME
0890     BMI NXTRK ;ADJUST POINTER?
0900     ADC #$11
0910 NXTRK STA $35
0920     DEC $34 ;MORE TRACKS?
0930     BNE RDTRACK
0940     LDA #$C0 ;ENABLE VVBLKI
0950     STA $0223
0960     CLI ;ENABLE INTERRUPTS
0970     LDA #$22 ;TURN SCREEN BACK ON
0980     STA $D400
0990     STA $022F
1000     BRK ;DEBUG RETURN
1010 ;
1020     *= $4480 ;SECTOR SKEW LIST
1030     .BYTE $12,$10,$0E,$0C
1040     .BYTE $0A,$08,$06,$04
1050     .BYTE $02,$11,$0F,$0D
1060     .BYTE $0B,$09,$07,$05
1070     .BYTE $03,$01
1080     .BYTE $12,$10,$0E,$0C
1090     .BYTE $0A,$08,$06,$04
1100     .BYTE $02,$11,$0F,$0D
1110     .BYTE $0B,$09,$07,$05
1120     .BYTE $03,$01
1130 ;
1140     *= $48E2 ;KILL VVBLKI
1150     JMP $C28A
1160     .END

```


The message below was posted on Compuserve by the SYSOP. It is of interest to all citizens of the Atari community since Neil Harris WAS Atari to many of us. In the early days of the New Atari, he was everywhere and everywhen, answering our questions when there really were no answers.

Thank you, Neil. And good luck in your new position.

#: 214777 S7/HOT News/Rumors
24-Sep-88 12:34:11
Sb: Neil Harris Resigned
Fm: SYSOP*Mike Schoenbach 76703,4363
To: All

The following message was written by Neil Harris earlier today in the Atari 16-Bit Forum (GO ATARI16):

#: 111449 S7/ST News/Reviews
24-Sep-88 15:06:53
Sb: Farewell
Fm: Neil 70007,1135
To: All

Since the word is already spreading, let me make it official:

I tendered my resignation to Atari on Friday. As is customary, they made it official at the end of that day.

Within the next 2 weeks I will be joining GENie in the DC area. I am very much looking forward to the position and to moving my family back to the East Coast.

Thanks to everyone for making my 4+ years with Atari Corp. interesting.

--->Neil

New Jersey Jewel

I had the 'opportunity' to spend two weeks in beautiful downtown New Jersey this month - which fits right in between a root canal and a tax audit. Somehow, fate arranged my route between the motel and my workplace to pass Gemini Enterprises, one of six or seven small stores facing the street. This particular operation attracted my eye with numerous Atari banners, signs and displays, and not really expecting much out there in North Podunk, I stopped one Saturday night and peeked in the window. Holy Trackball!! This guy has HUNDREDS of 8-bit and ST programs hung on his walls!! I would estimate 650 square feet (every available inch) of wall space crammed with software, and more spilling onto the floor. I could hardly wait to get back there during business hours, but I finally made it during a looonng lunch on Tuesday. What a place!! I have been to a couple of big time Atari dealers (like B&C) and I must say that Gemini is right up there. And, their prices are not bad at all. There must be one big bunch of Atari users out there to support a store like that and, indeed, there was a pile of newsletters from the local group, the Jersey Atari Computer Group - JACG. Even turned out that the other customer in the store was the JACG newsletter editor, Dave Noyes. Talk about being in pig heaven! This store really made my whole trip less dismal and should be considered a valuable national resource for the Atari 8-bit users. They do sell mail-order and even feature free shipping on orders over \$100. If you have been looking for a piece of software with no success, give Gemini a call. If they don't have it, you might as well give up, pal.

Gemini Enterprises
86 Ridgedale Avenue
Cedar Knolls, NJ 07927

800+543-3813 (orders)
201+267-0988 (else)

Mon - Sat 10am - 4pm

News Bits and Commentary

By Frank Klierer

Some of the following information has been gleaned from the International Atari Echo.

For those of you that insist on using overpriced and overrated Mac software, it looks like David Small's Spectre 128 Mac emulator is out and running solid. It is 20% faster than a Mac Plus and can run Hypercard. Still no Mac Midi, but who needs that with the ST, the computer of choice for musicians, more on that later. The Spectre uses 128K Mac OS ROMS. The hard drive speeds are faster than everything except a Mac II. If you don't need to read or write actual Mac disks, then the Translator is not needed. For more information, contact: Gadgets Inc. 1-303-791-6098 or catch GENie in the Atari ST SIG, Category 12, Topic 9.

Back to music. In a recent survey of musicians and those planning to purchase a computer for musical purposes, guess which computer came out on top? Of course, the ST (or why would I be printing it here?) A good example of it's acceptance is the TANGERINE DREAM. You will notice an ST on the cover of their new album. They are taking 5 STs on tour with them out of a total of 11 that they use for sequencing, sample editing, voice editing, and music scoring. My mother-in-law got a real thrill when I hooked up her ST to her new Yamaha Clavinova a couple of weekends ago and treated her to some of the hundred or so pieces of music I've been collecting from the local BBSs. The Clavinova is a fine instrument with some really nice sounds and features.

While I'm on the subject of Apple's inferiority, do you know why they decided to go with a one button mouse? It seems that they had such a low opinion of their user's intelligence, after doing extensive research on the subject, that they felt that two buttons would confuse them. So ST users give yourselves a pat on the back for your well documented superior intelligence as you continue to make those hard decisions as to what button to push!

Look for a new CAD program coming out for the ST call DynaCAD. Priced at near the cost of a complete system at 600 buckaroos, you might want to see a demonstration before you buy. But since it is supposed to outshine the industry standard AutoCAD on the IBM, it should be a DynaMITE program. It's nice to see that scale of development for a computer that is supposed to be buried six feet under.

All Atari 520s are being shipped with double sided drives. There are no longer any S/S products. All new STs have holes for blitter sockets.

Now that I've got all that serious stuff out of the way I can get on to the back room talk about which we do not openly speak, namely, games. Since these computers are now business machines justifying their existence with high price software, no self-respecting disk jammer over 20 years old would be caught dead with a game bleeping on their monitor anymore. (Grin) But since Christmas (I can't believe I just used the "C" word) is just around the bend, I'm sure you'd like some tips on what to check out for your kids, not that they'll ever get much of a chance to play them with you doing all that real computer stuff.

The best recreational software seems to be coming from Europe these days. I guess they know how to have fun over there a little better. So here is some hot news from the recent British software expo. Look out for these titles: SPEEDBALL (from the originators of XENON), AFTERBURNER, STARGLIDER II and the additional dungeons to Dungeon Master called "KAOS STRIKES BACK. Other titles to look for are BLACK LAMP, CARRIER COMMAND, RETURN TO GENESIS, R-TYPE, BLACK TIGER, DOUBLE DRAGON, TIGER ROAD, and OPERATION WOLF. Then, of course, there is CAPTAIN BLOOD, reviewed in this issue and BETTER DEAD THAN ALIEN, reviewed last month. And if you need more to select from check out ARKANOID, BIONIC COMMANDO, BUBBLE BOBBLE, KNIGHTMARE, OUT RUN, SCRUPLES, TRAUMA and GAUNTLET I and II.

Now after that short list, please don't get the impression that we are talking about a game machine here. These aforementioned items are to improve the hand-eye coordination of your children in an effort to create a generation of star fighters that will be sorely needed some day when we have finally created an atmosphere that is suitable for the bug-eyed aliens that keep sniffing around here waiting for the pollutants to build up to a satisfactory level.



Minutes

from the September
Meeting



General Meeting - September 6, 1988

The meeting was called to order by Chairman Jim Hood at 8:00 PM. Roll Call: Present, Hood & Moran. Excused: Barton (working) & Abbott (working).

Letter from Word Perfect Corporation offering WordPerfect 4.1 to members of user groups for a special price of \$155. Offer good till September 15th, 1988.

Letter from Michigan Atari Magazine with a copy of their magazine offering a year's subscription for a very attractive price. This magazine is used as a club newsletter for several user groups that have banded together similar to Current Notes Magazine.

8 Bit software chairmen, Cliff & Mark, demonstrated this month's floppy which has a little of everything on it including the following, DETERM - ANALGMAN (game) - BCALC (spreadsheet) - GLUCOM - SNOWFLOW - SOLAR & RECALL (game).

A lengthy question and answer period was held primarily concerning the problem with the Key System BBS which has been down over a month. President Barton is looking into the problem and should have a report at the next meeting.

After a short break the raffle drawing was held and with no further business the meeting was adjourned at 9:05 PM.

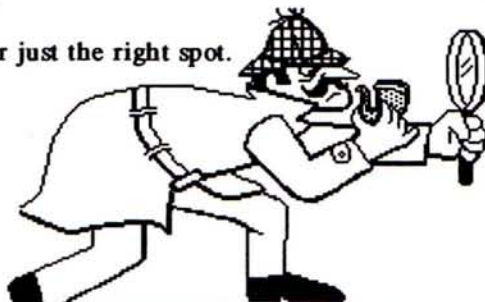
Respectfully Submitted - Jim Moran - Secretary

For Sale

1200 Baud Hayes SmartModem with
power supply, 3 months old: price \$195

Call: Keith Sammons
(415) 887-2008

Looking for just the right spot.



PRESS RELEASE

Micro World has opened a new store in San Francisco called: "Micro World SS". It is located at 411 Divisadero Street and the phone number is 621-0700. They are looking for an inexpensive location in Hayward to open a store so if any members know of a good spot, call the Berkeley store 548-8999 and let them know about it.

Excerpt from "Gone With The Wind" by Albert Dayes with the "Atari Anonymous-A Users Group" computer club in Upland, California (August 1988):

SAFWARE is a company dedicated to providing insurance to the computer industry. It provides blanket coverage insurance on both hardware and software and it never depreciates! Just think if you are taking your computer to your user group to demonstrate a software package and a robber points a gun at your head and says, "I want your Atari!" Since you are not at home or at your office you are not covered by normal insurance, but SAFWARE will cover you! What if your best friend drops your brand new 250 megabyte hard disk and it explodes into a million pieces? Or if a power surge reduces your new 25 inch color monitor to melted plastic?

SAFWARE provides comprehensive coverage, including loss from theft, fire, vandalism, water damage, lightning, accidental breakage, earthquake and power surge regardless of source. If you lose everything only a \$50 deductible has to be paid. There is a toll free number for claims and no list of equipment is required. You can even insure it right over the phone with your credit card. I only wish car insurance was this good.

For only \$39 you can have the \$2000 in coverage and for \$149 up to \$17,000 in coverage. I did not list all the rates in between. When you are considering a software purchase, think about insuring your hardware and software investments because what good is a fantastic piece of software when your hardware is "Gone with the wind"?

Safware: The Insurance Agency Inc.
P.O.Box 02211

Columbus, Ohio 43202-0211 (800) 848-3469
(You might want to check this company with the Columbus Better Business Bureau before applying...)

OCTOBER 1988

SLCC CALENDAR OF EVENTS

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
						1
2	3	4 MAIN MEETING 8PM	5	6	7	8
9	10 ST SIG 8PM San Leandro Public Library	11	12 Executive Board Meeting	13	14 JOURNAL DEADLINE	15
16	17 Music SIG 7:30PM	18 Telecomm SIG 8PM	19 ST Software SIG 8PM	20	21	22
23 30	24 31	25 Pascal SIG 7PM Business SIG 8PM	26 ST Beginners SIG 7:30PM	27	28	29

Now That It's Plugged In.....

The SLCC has two SIGs (Special Interest Groups) designed to introduce members to the operation of their Atari computers. System set-up, DOS, keyboard functions, and other introductory material is discussed. The ST group meets on the fourth Wednesday of every month, while the 8-bit sessions are scheduled on an as-required basis. Contact the appropriate SIG leader for information and directions.

Sig leaders and their phone numbers are located on page 3.



A ship in the
harbor is safe,
but that is not
what it is built
for.....

SLCC
Journal



P.O. Box 1506 San Leandro, Ca. 94577-0374

Next Meeting:

October 4, 1988
8:00pm

-
San Leandro
Community Library
300 Estudillo Ave.



FIRST CLASS MAIL